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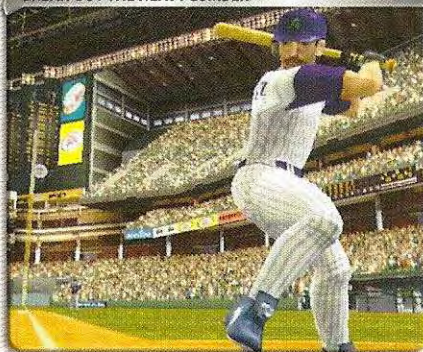
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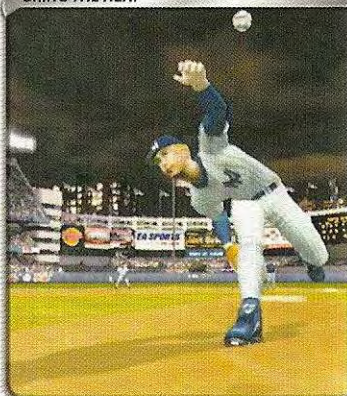
BIG LEAGUE ATMOSPHERE



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EA SPORTS™ KNOCKOUT KINGS™ 2002





ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

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Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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BASIC CONTROLS

Step in the ring and use these controls to get familiar with the basic *Knockout Kings 2002* jabs, crosses, hooks, and more.

ACTION	COMMAND
Move boxer	☀ (Full move)
Bob and weave	☀ (Slight move)
Left hook	A
Right hook	B
Jab	X
Right straight	Y
Block	L

- ✦ In addition to these basic moves, *Knockout Kings 2002* includes many other moves you control—uppercuts, taunts, illegal blows, etc. For more information, ➤ *Complete Controls* on p.6.

INTRODUCTION

Knockout Kings 2002 is pound for pound the greatest boxing video game of all time. Topped by the Greatest Of All Time, Muhammad Ali, *Knockout Kings* swings at you with all the emotion and drama of a championship bout. *Knockout Kings 2002*—STILL the undisputed champion of the world.

FEATURES:

- ✦ **45 boxers ready to knock you out:** Go toe-to-toe against Ali, Lennox Lewis, Felix Trinidad, Oscar De La Hoya, Sugar Ray Robinson and more.
- ✦ **Eight Venues:** Select from eight different boxing venues including Caesars Palace in Las Vegas and England's Wembley Arena.
- ✦ **Create a Player:** Develop a fighter or adopt a champion and bring him up through the ranks in Career mode.
- ✦ **New Tournament mode:** Go head-to-head against 4 or 8 opponents vying for the championship belt.



For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.




COMPLETE CONTROLS




Become boxing's most feared and respected fighter by mastering every punch, counter, and knockout blow.

RING CONTROLS

MOVING

ACTION	COMMAND
Move boxer	 (Full move)
Bob and weave	 (Slight move)

PUNCHING

ACTION	COMMAND
Left hook/Right hook	
Jab	
Right straight	

OTHER MOVES

ACTION	COMMAND
Uppercut modifier	
Block	
Low blow	
Special punch	
Taunt	 or left thumbstick button
Illegal backhand	right thumbstick button
Pause game	

ADVANCED MOVES





Once you've learned how to throw the punches, take a closer look at the offensive and defensive movements in and around the ring.

MOVING YOUR BOXER AROUND THE RING

With a *full* move of the left thumbstick you can move your boxer around the ring during the fight. A full move allows you to attack your opponent or back away when in trouble. You can also cut off the ring to the left or right when fighting aggressively. By quickly moving the left thumbstick twice, you can make your boxer lunge in any direction.

Left thumbstick with a full move



Move toward opponent	 (Full move)
Back away from opponent	 (Full move)
Circle the ring to the Left/Right	 (Full move)
Lunge	 (Double move)



NOTE: Southpaw Boxers—The default controls shown in this manual are for right-handed boxers. The difference when fighting with a southpaw (left-handed boxer) is that the punching buttons perform opposite actions. For example, when fighting as a southpaw, press **B** to throw a left hook and the **A** button for a right hook. Also, the right straight becomes a left straight.

MOVE BOXER'S UPPER BODY WHEN FIGHTING TOE-TO-TOE

With a *slight* move of the left thumbstick you can adjust your boxer's upper body. By slightly moving the left thumbstick your boxer keeps his upper body moving—dodging punches and lunging for power—while also holding his position in the ring.

Left thumbstick with a slight move



Duck/Crouch	⬇️ (Slight move)
Lean back	⬆️ (Slight move)
Bob left/right	⬅️ / ➡️ (Slight move)

EA TIP



Muhammad Ali

Keep moving in the ring. Your success on defense depends on dodging, leaning, and knowing when to step away from your opponent. On offense, set your opponent up with a stiff jab and then finish him off with a hook, or a nasty uppercut.

SETTING UP A MATCH

Lace up the gloves, throw in the mouthpiece, and get in the ring. Set the stage for boxing's biggest showdown from the Main menu.

➤ To access the Main menu, press **START** after the *Knockout Kings 2002* intro video.



NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

From the Main menu, you can get right into the ring in **PLAY NOW** mode, select an advanced game mode, adjust game rules and options, or go "Inside EA SPORTS."



QUICK START: Skip all the pre-fight details and jump into the ring now. Choose **PLAY NOW** from the Main menu and step into the ring for a 12-round battle for supremacy.



NOTE: In Play Now mode, the boxers default to the match-up from your last Exhibition bout.

INSIDE EA SPORTS: Choose **INSIDE EA SPORTS** from the Main menu and "get in the game."

CREDITS: Find out who made *Knockout Kings 2002* the undisputed champion of the world.

SEASON PREVIEW™: Take an inside peek at the all-star lineup from EA SPORTS for 2002.

STARTING AN EXHIBITION FIGHT

Go toe-to-toe against some of boxing's greatest fighters. 45 boxers are available for you to fight in three different weight classes—any one of them can knock you out.

←/→ to select a fighter in the chosen weight class

↑/↓ to select the desired weight class



Boxer ratings

Press and hold X to access the Help menu

To start an Exhibition fight:

1. From the Main menu, highlight MODES and press **A**. The Modes menu appears.
2. Highlight EXHIBITION and press **A**. The Select Boxer screen appears.
3. Press ↑/↓ to select a weight class (LIGHTWEIGHT, MIDDLEWEIGHT, HEAVYWEIGHT).
4. After you select a weight class, press ←/→ to choose a boxer. Press **A** to select that boxer for the upcoming fight.
- To view a boxer's stats, press and hold **Y**.

EA TIP



Lennox Lewis

Try to look for patterns in the way your opponent attacks. If you can figure out his fight plan, you're on your way to a victory. You'll also have to change your tactics against different opponents. Taking the same approach won't work against every fighter.



5. Choose an opponent (or Player 2 can choose a boxer for a two-player fight) by following steps **3** and **4**, then press **A** to advance to the Select Arena screen.
6. To choose an arena, press ←/→ and then press **A** to select the desired arena. The Controllers screen appears.

Player 1

Player 2



←/→ to select a fighter to control

7. To choose a boxer, press ←/→ and position the controller icon under the desired boxer's name.
- ✧ For a one-player fight, leave a controller in the middle and the CPU will control the unassigned fighter.
8. Press **A** to advance to the ring.

EA TIP



Oscar De La Hoya

Study your opponent's stats before starting the fight. See what his strengths and weaknesses are and use this to your advantage.

INSIDE THE ROPES

Fight with discipline (because swinging wildly won't win you any titles). Take the open shots at your opponent's head, pound the body, and back out of trouble after a taking a vicious punch.

GAME SCREEN

Stamina Meter: the Stamina Meter shows how much stamina you have left. Avoid low stamina to ensure your fighter's health recovers at its normal rate



Health Meter: This displays the damage your fighter can take before he'll be knocked down

Round Counter/Clock



NOTE: Health Meters default to OFF. To fight with the Health Meters onscreen, you must turn them ON from the Pause menu or Options menu.

FIGHT TO THE FINISH

- ✦ **End Of Round:** At the end of each round an intermission plays showing round highlights or ring card girls.
- To go directly to the next round, press **A**.
- ✦ **Knockdown:** When a fighter gets knocked down, the referee begins the 10 count. Your boxer will pick himself up off the canvas automatically, if he can manage before the Ref counts him out.

EA TIP



Sugar Ray Robinson

The more efficiently you use your punches the better your fighter will perform in the fight. In other words, don't waste your stamina on wild punches.



- To pick yourself up off the canvas with Auto KO Recovery OFF (> Options on p. 21), tap **A** repeatedly. Fill the knockdown meter before the 10 count and you're back in. If you fail to fill the meter before the 10 count, the fight is stopped.

- ✦ **End Of Fight:** After the judges tally the final scores, the winner is announced. The Final Stats screen then appears, displaying the final punch totals for the bout.

PENALTIES/STOPPAGES

Watch the low blows and other cheap shots. If the referee catches you, he'll warn you at first and then penalize you with each following infraction. Rack up too many penalties and he'll disqualify you.

- ✦ The referee can also stop the fight if a boxer is cut and bleeding too much.

PAUSE MENU

If the action is getting too intense, take a break and pause the game. The Pause menu also allows you to change the fight camera angle, view a replay of the last few blows, or stop the fight.

- Press **START** during the bout to access the Pause menu.
- To change an option from the Pause menu, highlight the option, press **←/→** and then highlight RESUME FIGHT and press **A** to accept.

RESUME FIGHT

Get back in the ring and continue fighting.

CAMERA

Select a camera angle from which to view the fight. **CLOSE UP CAMERA** is the default.

INSTANT REPLAY

View the past 10 seconds of the fight and see the action from every angle.

EA TIP



Joe Frazier

You can adjust the left thumbstick sensitivity in the Pause menu. Experiment with the various levels in an Exhibition fight to find out which one works best for you.



Instant Replay Screen

➤ Press **START** to return to the Pause menu.

REVIEW STATS

Check out the current fight stats.

CPU/PLAYER SELECT

Toggle Player/CPU control for each fighter (except in Career and Tournament modes).

HEALTH METERS

When set ON, the health and stamina meters of both fighters appear on screen during the fight. The default setting is **OFF**.

SENSITIVITY

Set the sensitivity of the left thumbstick commands on the controller to **LOW**, **MEDIUM**, or **HIGH**. This determines the point at which the left thumbstick movement causes your boxer to move rather than duck and lean.

DIRECTION

Set your boxer's movement toward his opponent to **NORTH**, **SOUTH**, **EAST**, or **WEST**. For example, when set at North, moving sends your boxer toward his opponent.

EA TIP



Sugar Ray Leonard

The better your fighter's performance is during a bout, the more likely he is to rise up off the canvas after a knockdown.

THROW IN THE TOWEL

Stop the fight at any point of the match and return to the Main menu. If you decide to throw in the towel, you are automatically disqualified (the DQ affects your win-loss record in Career Mode).

➤ Press **START** or **BACK** from anywhere on the Pause menu (or highlight Resume Fight and press **A**) to continue the bout.



NOTE: Cheats earned during gameplay are activated in the Pause menu. Press while the desired cheat is highlighted to turn the cheat on and off. In gameplay, press **R** + to use an activated cheat, if applicable.

OTHER GAME MODES

Once you have a few Exhibition bouts under your belt, take part in a boxing tournament or build a champion in Career mode.

TOURNAMENT

Take on a full slate of boxers in a single-elimination Tournament. You can duke it out in a field of four or eight.

To set up a Tournament:

1. From the Main menu, highlight **MODES** and press **A**. The Modes menu appears.
2. Highlight **TOURNAMENT** and press **A**. Next, highlight **NEW** to start a new tournament and press **A** again. The Rules screen appears.
- To load a previously saved tournament, ➤ *To load a Tournament* on p. 16.
3. From the Rules screen press / to highlight a rule (➤ p. 21) that you wish to change. Press / to change that rule.

EA TIP



Felix Trinidad

When your health meter gets below 50%, you'll feel your fighter's heart beating in the controller. The faster and harder it beats, the closer you are to taking a seat.

4. When the rules are set, press **A** to access the Player Setup screen (tournament tree).
5. At the Player Setup screen the boxer listed at the top of the tournament bracket is controlled by a user (human-controlled fighter). You must select a three-letter name for the user before moving on. Press **←**/**→** to select a letter and then press **A** to accept.
- To select a fighter for a named user or CPU player, highlight the desired slot and press **←**/**→**.
- To have the CPU select random fighters for all users in the tournament, press **L**.
- To change a fighter to/from CPU or USER control, press **Y**. Then enter a three-letter name (if changing to user control).
6. Press **A** when the bracket is set. The tournament begins.

To save a Tournament:

1. After you win a fight in Tournament mode, highlight SAVE from the pre-fight menu after viewing the bracket.
2. Press **←**/**→** to choose the memory device (hard disk or memory unit) to save on and press **A**.
3. Press **←**/**→** to choose a slot and press **A** again. Your tournament is saved in its current state on the selected memory unit or the hard disk.

To load a Tournament:

1. From the Tournament screen highlight LOAD and press **A**.
2. Press **←**/**→** to choose the memory device where the Tournament was saved and press **A**.
3. Select the desired game slot and press **A**. The previously saved Tournament is loaded and the game picks up where it left off. Select FIGHT/CONTINUE to start the next bout.

EA TIP



Ruben
'Hurricane' Carter

Listen for your trainer while you are out there fighting. If he thinks you have your opponent in trouble, he'll let you know.

CAREER

Become boxing's next "Greatest" in Career mode. Start fresh from the ground up and rise to the top by taking on all comers. You can choose any boxer featured in *Knockout Kings 2002* or you can create one of your own.

To start a Career:

1. From the Main menu, highlight MODES and press **A**. The Modes menu appears.
2. Highlight CAREER and press **A**. The Career menu appears.
3. From the Career menu, highlight CREATE BOXER. Press **A** and the NAME BOXER screen appears.
- To fight as one of the featured boxers, highlight SELECT BOXER and press **A**. Press **START** to select your boxer and press **A** again. The Career Main menu appears (➤ setup instructions continued at *To Fight In Career Mode* on p. 19).
- To load a previously saved career, highlight LOAD BOXER and press **A**.
4. From the Name Boxer screen, press **←**/**→** to highlight a letter and then press **A** to select. Press **START** to finish naming your boxer.
5. To create a name for your boxer's hometown, follow the directions listed in Step 4. When you're done, press **START** and the Create Boxer screen appears.

EA TIP



Roberto Duran

*When creating a boxer or sizing up an opponent, make sure to pay attention to Speed.
Remember: Speed Kills!*

CREATE BOXER SCREEN

Remaining points that can still be used for your boxer's attributes



↑ / ↓ to highlight an attribute and ← / → to change attributes

Press Y to randomly set attributes

- From the Create boxer screen, press ↑ / ↓ to select a Nickname and Weight Class for your boxer.
- Next, select your boxer's Height/Reach and Weight/Damage attributes. Notice how the Speed, Power, and Stamina categories are affected.
- By using your "Points Reserve," improve your fighter's skills in the Power, Speed, Stamina, Chin, Heart, and Cuts attributes (> below). When your Point Reserves reach zero, press A to continue.
- Next, put on the finishing touches by selecting a face, overall look, fighting stance, special punch, and more. Press A to begin your career.

ATTRIBUTES

POWER

The greater your rating, the harder your boxer punches.

SPEED

Boost your rating to improve your boxer's quickness.

STAMINA

High Stamina increases your chance of going the distance.

CHIN

Increase your rating so your boxer can take the hard punches.

EA TIP



Evander Holyfield

You can fight your opponents in any order on each tier of the Career Pyramid. If you are having trouble getting past an opponent, try skipping him and coming back to him later when you have improved as a fighter.

HEART

Give your fighter that "Never say die" attitude with a high rating.

CUTS

The lower your Cuts rating, the easier your boxer bleeds.

CAREER MODE FIGHTS

Fighter Pyramid

Press Y to view the highlighted boxer's stats and record



✧ An "X" appears over a boxer who you already defeated.

To fight in Career mode:

- From the Career Main menu, highlight FIGHT and press A. The Select Fight menu appears.
- Highlight an opponent and press A. Assign a controller to your fighters and press A. After a brief pep talk from your manager, the fight begins.

FIGHTING IN CAREER MODE

✧ **The Fighter Pyramid:** In the early stages of Career mode, you must start off by fighting one of the six boxers located at the bottom of the Fighter Pyramid. Defeat four of the six, and you can move up a level. At Level 2, defeat four of the five fighters before moving on to Level 3. Defeat all Level 3 boxers, and you get your shot at the title against the champion of the division.

EA TIP



Fernando Vargas

Make sure to check out the Tutorials for more tips on offense and defense. You can find the Tutorial videos under the Modes option.

- ❖ **End Of Fight:** If you're good enough to win a fight, an "X" goes over that boxer's mug shot in the Fighter Pyramid indicating that you have defeated him.
- ❖ **Points Reserve:** After every victory, your fighter gets extra points added to his "Points Reserve." Be sure to use these points to increase your boxer's attributes before taking on another fighter. Keep in mind that the closer an attribute gets to 100, the more Reserve Points it costs you to increase it.
- ❖ **End of a Career:** Lose three fights in Career mode before you win the championship belt and your days as a boxer are over with. However, once you become champion all previous losses will be overlooked. Lose three fights while you're defending your championship and you'll be forced into early retirement. Defend your belt successfully five times and your boxer retires a champion.

To save a Career:

1. After you create or select a fighter, highlight SAVE BOXER from the Career Main menu and press **A**.
2. Press **←** / **→** to choose the memory device to save to and press **A**.
3. Press **←** / **→** to choose a slot and press **A** again. Your career is saved to your memory unit or the hard disk.



NOTE: This will also save your created boxer.

To load a Career:

1. From the Career menu highlight LOAD BOXER and press **A**.
2. Press **←** / **→** to choose the memory device where you saved your created boxer and press **A**.
3. Select the desired boxer and press **A**. The boxer's career is loaded and he is ready to fight again.

EA TIP



Butterbean

Be careful not to punch yourself out. Punches that miss cost more stamina than punches that connect. Also, don't let your stamina drop too much during the fight. Low stamina affects how quickly you recover your lost health and how much damage you do to your opponent.



NOTE: Once you have loaded a Created boxer's career, that boxer can be used in Exhibition mode. The created boxer will be found under the CUSTOM weight class and two created boxers can be used in a given play session.

TUTORIAL

Get a quick tutorial on *Knockout Kings 2002*. Learn more about offensive moves like when to jab and when to throw the cross. You can also get a tutorial on the defensive side of the sport as well.

OPTIONS



NOTE: You will be prompted to save option changes to the hard disk. Choose YES to save.

RULES

Change the game options to fit your fighting style.

DIFFICULTY

Fight as an **AMATEUR**, **ROOKIE**, **PRO**, or **CHAMPION**. The bouts get tougher as you increase the playing difficulty.

EXHIBITION ROUNDS

Set the rounds for each Play Now or Exhibition fight between 1 and 15. The default is set at **12**.

TIME

Set the clock speed for each round at **DOUBLE TIME** or **REAL**. When set at Double Time, the clock winds down twice as fast as normal.

SAVED BY THE BELL

When set to **YES**, a fighter who was knocked down can be saved by the bell (in the final round only). The default setting is **NO**.

THREE KNOCKDOWN RULE

When set to **YES**, a fighter is automatically TKO'd after the third knockdown in a single round.

AUTO KO RECOVERY

When **ON**, your boxer automatically picks himself up off the canvas from a knockdown, as long as there's enough stamina remaining on his health meter. When set to **OFF**, you must tap **A** repeatedly in order for the boxer to recover from a knockdown punch.

BOXERS (TOURNAMENT MODE)

Pick between **4** and **8** fighters for the tournament.

ARENA (TOURNAMENT MODE)

Select the arena to fight in.

AUDIO VISUAL

From the AV settings, you can adjust the sights and sounds of *Knockout Kings 2002*.

SFX VOLUME

Adjust the volume of the in-game sound effects.

MUSIC VOLUME

Adjust the background music volume.

FIGHT COMMENTARY

Turn **ON**/OFF all of the voices in the game including the referee.

ROUND INTERMISSIONS

Turn the intermissions between rounds **ON**/OFF.

HEALTH METERS

When **ON**, health meters appear onscreen during a fight. The default is set at **OFF**.

VIBRATION

When **ON**, the vibration function of the Xbox Controller activates during a fight—each vibration simulates your boxer's heartbeat and connected punches as well.

MEMORY UNIT

Delete a created boxer/career or tournament from your memory unit or hard disk.

DELETE BOXERS

Delete a created boxer/career from your memory unit or hard disk.

DELETE TOURNEYS

Delete any created tournaments from your memory unit or hard disk.

1. To delete a career or tournament from your memory unit, choose a memory device (where the career/tournament was originally saved) and then press **A**.
2. Highlight the career/tournament you wish to delete and press **A**. The career/tournament is erased from the selected memory device.



NOTE: Deleting the career of a created boxer deletes that boxer from the game.

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SOUNDTRACK

"The G.O.A.T."

Performed by LL Cool J

Written by James Todd Smith, Adam Fenton and Pete Smith

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"Ovadose"

Performed by Doc Luv & Kevski

Written by Doc Luv & Kevski

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(P) 2001 Recording courtesy of Jerry Hubcap Entertainment

"TKO"

Performed by Hidden Masters (PKSO and The Abbott)

Written by Paul Sirate and Steve Roybal

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"Winner Takes All"

Performed by Motion Man featuring Kutmasta Kurt

Written by Kurt Matlin and Paul Laster

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"Style Tips"

Performed by Styles of Beyond

Written by T. Bashir, R. Maginn, C. Fisher

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